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# BABYLON

# 5



APPROVED  
BY THE  
COMICS  
AUTHORITY

BASED ON THE  
GROUND-BREAKING  
WARNER BROS.  
TELEVISION SERIES

DIRECT SALES



00911



GERROLD  
GUAY  
BRYANT

OBI



SHIPS IN MOTION SOMETIMES COLLIDE.

PEOPLE IN MOTION SOMETIMES COLLIDE, TOO.

WHEN PEOPLE COLLIDE,  
IT'S USUALLY MESSIER.

# LASER- MIRROR- STARWEB!

## Part 1: Duet for Human and Narn in C Sharp

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BASED ON THE WARNER BROS.  
TELEVISION SERIES BABYLON 5  
CREATED BY  
J. MICHAEL STRACZYNSKI

NARN STARCRUISER  
D'VORDO, REQUESTING  
DOCKING COORDINATES.

STARCRUISER  
D'VORDO, YOU  
ARE CLEARED FOR  
ARRIVAL AT  
BAY SIX.

A NARN  
TRAMP  
CRUISER.  
THAT'S ALWAYS  
TROUBLE...

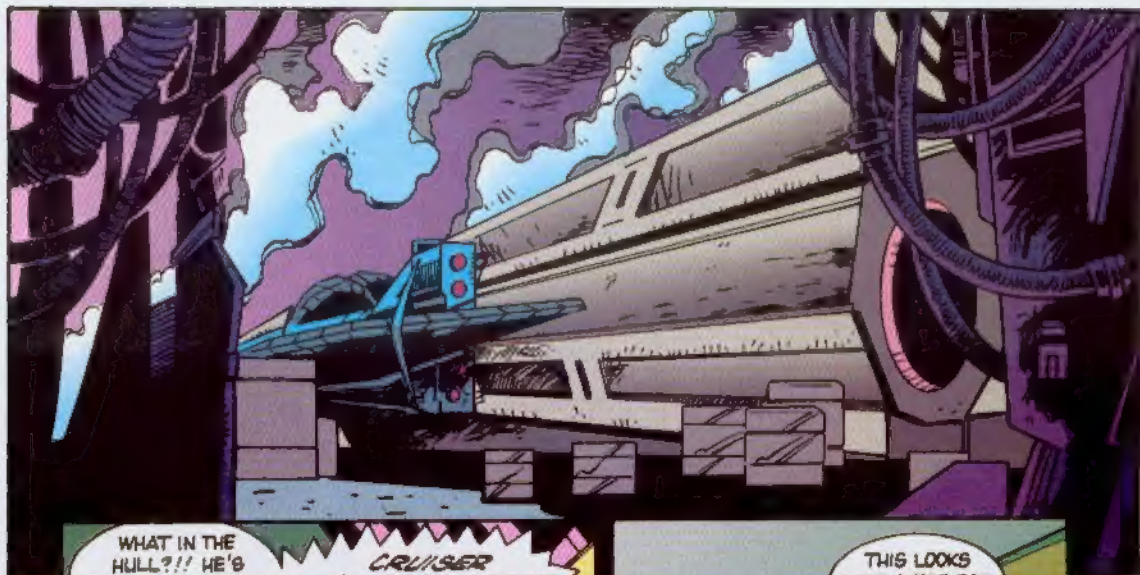
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WHAT IN THE HULL?! HE'S GOING TO LAUNCH ANYWAY?!!

**CRUISER D'VORDO! ABORT YOUR APPROACH!**

AMBASSADOR G'KAR! YOU'RE LAUNCHING INTO A COLLISION!

BRY 4

THIS LOOKS LIKE A JOB FOR SUPERMAN.

UNFORTUNATELY, HE'S NOT HERE. I'LL HAVE TO DO IT MYSELF.

WHY DOES BAY FOUR HAVE TO BE SO FAR AWAY? I HOPE I HAVE THE BREATH LEFT TO REASON WITH THE AMBASSADOR—

BRY 4

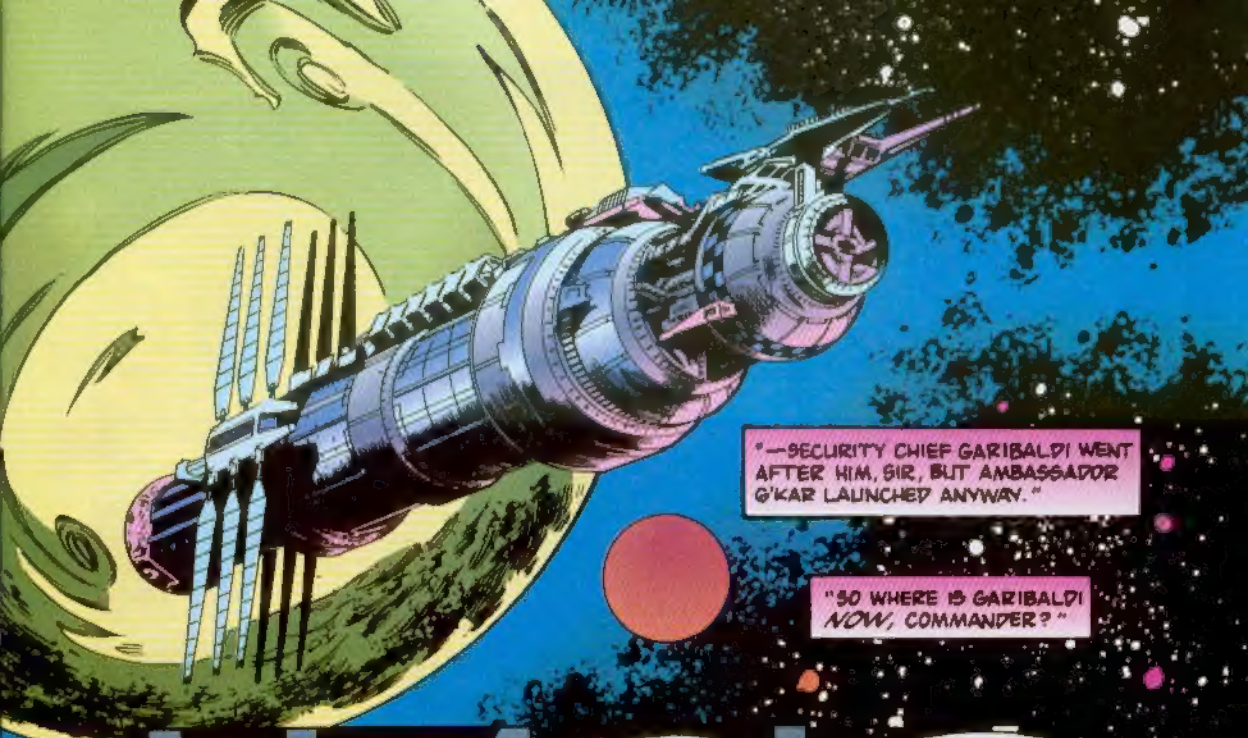
AMBASSADOR G'KAR! YOU'RE UNDER ARREST FOR VIOLATING SECURITY—

LINH—!









"—SECURITY CHIEF GARIBALDI WENT AFTER HIM, SIR, BUT AMBASSADOR G'KAR LAUNCHED ANYWAY."

"SO WHERE IS GARIBALDI NOW, COMMANDER?"



HE'S NOT ANSWERING HIS COMM, AND SECURITY CAN'T FIND HIM.

WE THINK HE'S OFF THE STATION, CAPTAIN—



—WE THINK G'KAR HAS HIM.

BUT KIDNAPPING IS AN INTERSTELLAR FELONY—



"—G'KAR MUST HAVE GONE MAD!"



THE PROTECTED TRACK FOR G'KAR'S SHIP...

SQUIRT THE COURSE OVER TO MY SHIP.

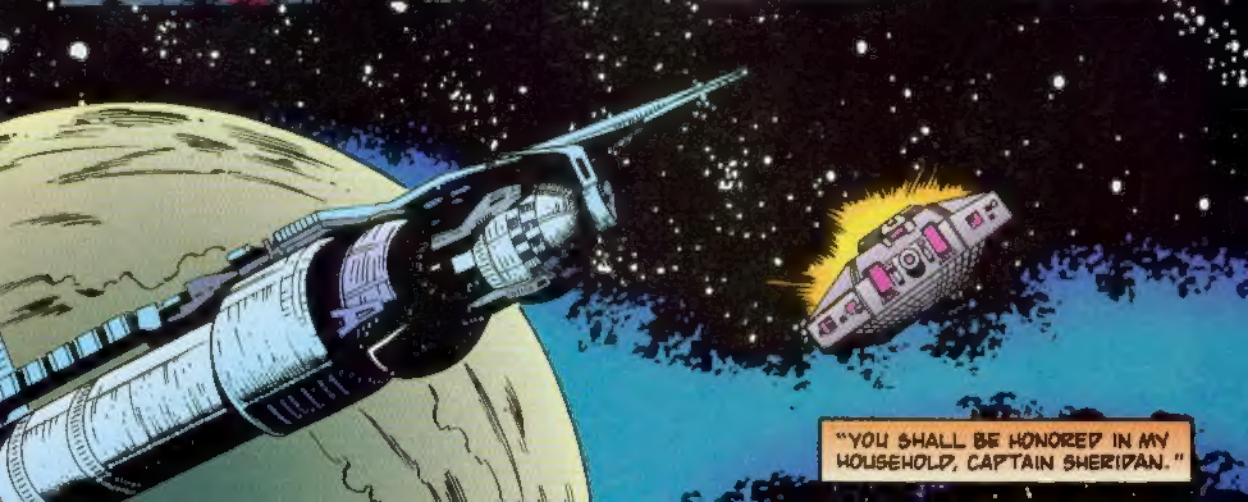
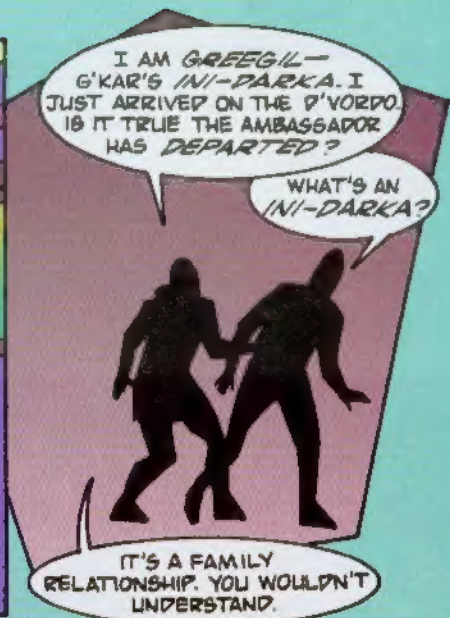
HE'LL HAVE AN HOUR'S LEAD. YOU'LL BE A LONG TIME CATCHING HIM.

THEN I'D BETTER GET STARTED.













IT'LL TAKE US TWELVE HOURS TO OVERTAKE G'KAR.

WHAT WILL WE DO WHILE WE WAIT?

YOU CAN START BY TELLING ME WHAT AN INI-DARKA IS.



CAPTAIN SHERIDAN. I AM A MERCHANT. I TRADE INFORMATION. I DO NOT GIVE... "FREE SAMPLES."

HOW MUCH...?



NARN SOCIETY IS VERY INTRICATE, WITH CLANS, FAMILIES, CIRCLES, CARTELS, TRADING ORGANIZATIONS, INFORMATION SPHERES, FINANCIAL DISTRICTS, TRIBES, DOMAINS, COMMUNITIES...

THE INTERLOCKING WEB OF NARNIAN RELATIONSHIPS IS INCOMPREHENSIBLE TO SOMEONE WHO HASN'T GROWN UP IN THE CULTURE. IT WOULD TAKE MUCH EXPLAINING. IT COULD BE EXPENSIVE...

HOW MUCH?

I GET THE POINT, GREGGIL!



I AM SO HAPPY THAT YOU UNDERSTAND.



AND I HOPE YOU UNDERSTAND THAT I'M GOING TO HAVE TO CHARGE YOU FOR YOUR AIR, OR YOU CAN STOP BREATHING NOW...



YOU WIN.

I THOUGHT YOU'D SEE IT MY WAY.

SO, WE'LL TRADE INFORMATION, QUESTION FOR QUESTION.



—IT'S UP TO YOU,  
NEEWWWW YOOORRRRK,  
NEEE—EELULLIWWW  
YOOORRRRK!!

ZZZZZZ.

NOW, CONTINUING MY  
SALUTE TO GREAT NORTH  
AMERICAN CITIES, I'D LIKE TO  
MOVE WESTWARD TO CHICAGO  
WITH A LITTLE NUMBER  
MADE FAMOUS BY...

Y'KNOW, G'KAR,  
I'M BEGINNING TO  
THINK YOU DON'T  
APPRECIATE  
THIS—

WAKE UP,  
YOU DAMNED NARN  
KIDNAPPER! I'M  
HUNGRY.

YAWN!  
ONLY IF  
YOU'LL QUIT  
SINGING—

WHAT'S TO EAT  
AROUND HERE?

NOTHING. I DON'T  
NEED TO EAT. NARNS  
CAN HIBERNATE SIX  
DAYS AT A TIME.

YEAH? AND  
WHAT ABOUT  
ME?

I'LL BE  
HAPPY TO WATCH  
YOU STARVE TO  
DEATH...

...AT  
LEAST IT'LL BE  
QUIETER.

THEN WE'LL  
BOTH DIE. THERE'LL  
BE NO ONE TO  
LIVWEB YOU.

THERE ARE  
WORSE THINGS  
THAN DEATH.

DISHONOR  
IS ONE.

I'VE HAD  
DISHONOR. YOU  
CAN LIVE WITH IT...  
IF YOU HAVE TO.

YOU CAN,  
MAYBE—



THERE'S GOT TO BE  
SOMETHING HERE... I'VE NEVER SEEN A SHIP  
LIKE THIS BEFORE

BUT WHO KNOWS  
WHAT A NARN THINKS IS  
COMFORTABLE

WISH MY  
HEAD WASN'T  
STILL SO  
FUZZY

NOTHING HERE  
EITHER

NO FOOD

NO CONTROLS

WHAT  
IS GOING ON  
HERE?

YOU HAVEN'T  
FIGURED IT OUT  
YET, HAVE YOU,  
GARIBALDI?

I'M  
DISAPPOINTED

KIDNAPPING  
THE BABYLON 5  
CHIEF OF  
SECURITY IS VERY  
BAD KARMA,  
AMBASSADOR  
G'KAR.

YOU  
LEAVE  
ME NO  
CHOICE!

IT'S A SMALL  
WORLD, AFTER ALL.  
IT'S A SMALL WORLD,  
AFTER ALL...

YOU WIN, GARIBALDI! I  
SURRENDER! I SURRENDER!

UNWEB ME AND I'LL  
SHOW YOU WHERE THE  
FOOD IS HIDDEN—





THEN WE ARE  
AGREED WE SHALL  
TRADE QUESTIONS  
AND ANSWERS

AGREED

WHAT IS AN  
INI-DARKA?

THAT QUESTION IS  
WORTH A HUNDRED  
NARNIAN MARKS

NONSENSE  
IT'S ONLY WORTH  
TWENTY.

YOU'D HAVE  
ME CUT MY  
OWN THROAT,  
YOU DIBBLER!  
EIGHTY!

YOU'RE TRYING TO  
STEAL MY GRANDMOTHER'S  
BURIAL PLOT. FORTY.



YOU  
NEGOTIATE  
LIKE A NARN.  
SEVENTY



DON'T BE  
INSULTING  
FIFTY



SIXTY.



DONE

THE INI-DARKA IS THE HIGHEST  
RANK OF FAMILIAL OBLIGATION  
IN THE KINIAL SYSTEM

GO ON...

THAT'S ALL  
YOU PAID FOR



DO YOU  
LIKE *BREATHING*,  
GRELIG? HOW WOULD YOU  
LIKE TO PAY FOR  
EVERY *BREATH*  
YOU TAKE?



ER...THE RANKS OF THE  
KINIAL SYSTEM ARE: THIS-KINI,  
VAL-KINI, PAR-KINI, ON-KINI, DRU-KINI,  
BAS-KINI, AND INI-DARKA

INI-DARKA IS THE  
HIGHEST RANK.

THAT  
SHOULD GIVE  
YOU SOME IDEA  
HOW IMPORTANT  
I AM TO  
G'KAR



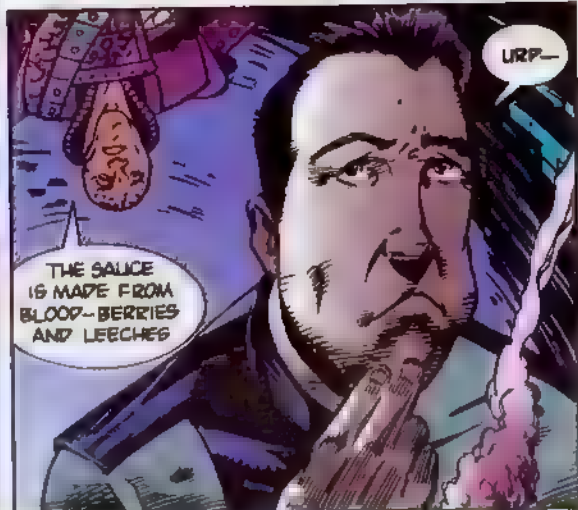
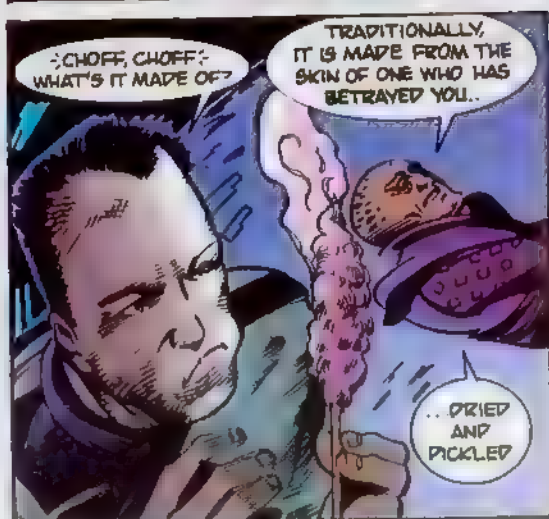
"NOW IT'S MY TURN,  
CAPTAIN WHAT KIND OF  
ORDNANCE WILL YOU  
USE AGAINST G'KAR?"

"THE ANSWER WILL COST  
YOU A THOUSAND MARKS"


"YOU ROBBER!"

"I'M NEGOTIATING  
LIKE A NARN"









YOU ARE HUMAN,  
GARIBALDI, BUT YOU DO HAVE  
*SOME* TALENT

THANKS  
I THINK

ON NARN,  
NEGOTIATION IS  
AN ART. WE TEACH IT TO  
OUR CHILDREN BEFORE  
THEY CAN SPEAK

SO WHAT? YOU'RE TALKING  
TO A MAN WHO WAS ONCE AT THE  
HEART OF A SIX-WAY NEGOTIATION  
BETWEEN THE LEGAL SYSTEM, THE  
POLITICAL SYSTEM, THREE  
UNIONS, AND AN ITALIAN  
GRANDMOTHER —

AND, WHAT  
HAPPENED?

WHAT DO YOU  
THINK HAPPENED?  
I *LOST*.

THAT'S  
HOW I  
ENDED UP  
HERE

BY THE  
WAY, WHERE IS  
*HERE*?

I'VE SEEN  
A LOT OF WHIPS,  
BUT THIS IS THE  
WEIRDEST

IT'S BETTER  
THAT YOU DON'T  
KNOW

I'LL WAGER  
YOU A FARTHING  
YOU'RE WRONG

YOU HAVE NOTHING  
TO WAGER WITH

HOW ABOUT A  
GAME OF LASER-  
MIRROR-  
STARWEB? IF I  
WIN, YOU TELL ME  
EVERYTHING

AND WHAT  
DO I GET IF  
*I* WIN?

YOU'RE  
NOT GOING  
TO WIN









STILL NO ANSWER HE'S GOT TO KNOW WE'RE HERE

YOU'VE BEEN SIGNALLING FOR HOURS

WE CAN ONLY ASSUME HIS INTENTIONS ARE HOSTILE. FIRE A WARNING SHOT IF THAT DOESN'T WORK—

—YOU MAY HAVE TO TAKE *STRONGER* ACTION

G'KAR IS POSSESSED BY A LOKVAR. SO BE WARNED, CAPTAIN. HE ISN'T THINKING RATIONALLY

A LOKVAR?

THIRTY CREDITS

AMBASSADOR G'KAR! RESPOND!

THIS IS YOUR LAST WARNING!

DON'T PLAY WITH ME, GREGGIL. WHAT'S A LOKVAR?

A SEIZURE OF THE MIND A KIND OF FEAR. HE MAY BE VIOLENT YOU MIGHT HAVE TO BLAST HIM—

I'LL MAKE THAT DECISION NOBODY ELSE









YOU SHOULD  
PUT UP YOUR  
SHIELDS—

—JUST IN  
CASE HE FIRES  
ON US.

IT'S WHAT  
I'D DO

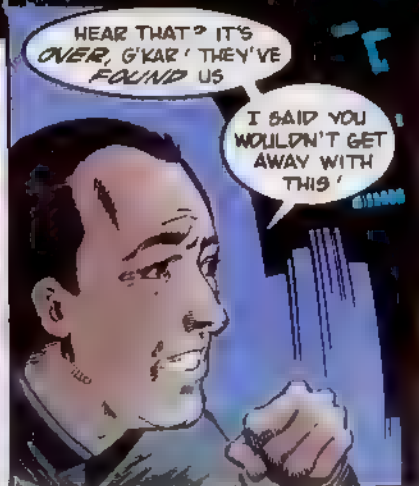
THANKS FOR  
THE ADVICE  
I DON'T KNOW  
WHAT I'D DO  
WITHOUT YOU,  
GREGIL

AMBASSADOR G'KAR  
SURRENDER NOW!



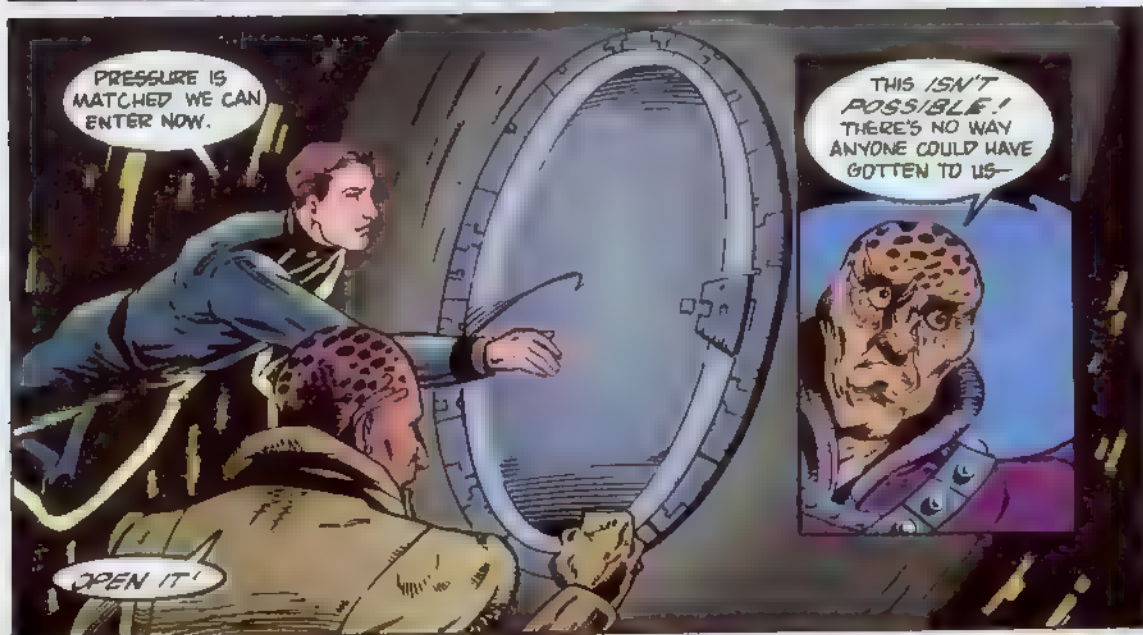


"AMBASSADOR G'KAR, THIS IS  
CAPTAIN SHERIDAN. PREPARE  
TO BE BOARDED!"



HEAR THAT? IT'S  
OVER, G'KAR! THEY'VE  
FOUND US

I SAID YOU  
WOULDN'T GET  
AWAY WITH  
THIS!

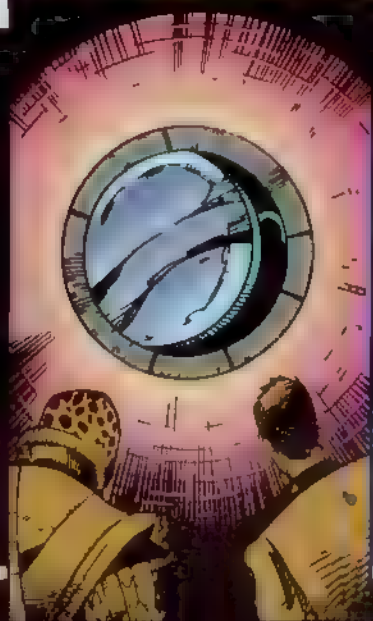
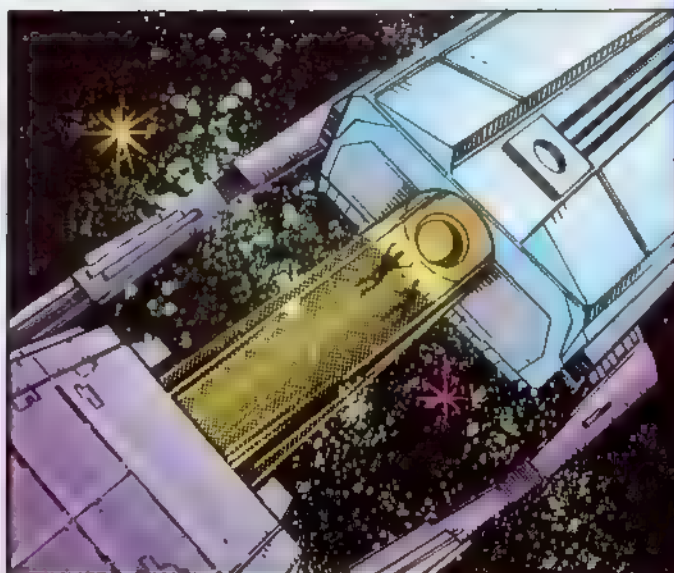


PRESSURE IS  
MATCHED. WE CAN  
ENTER NOW.

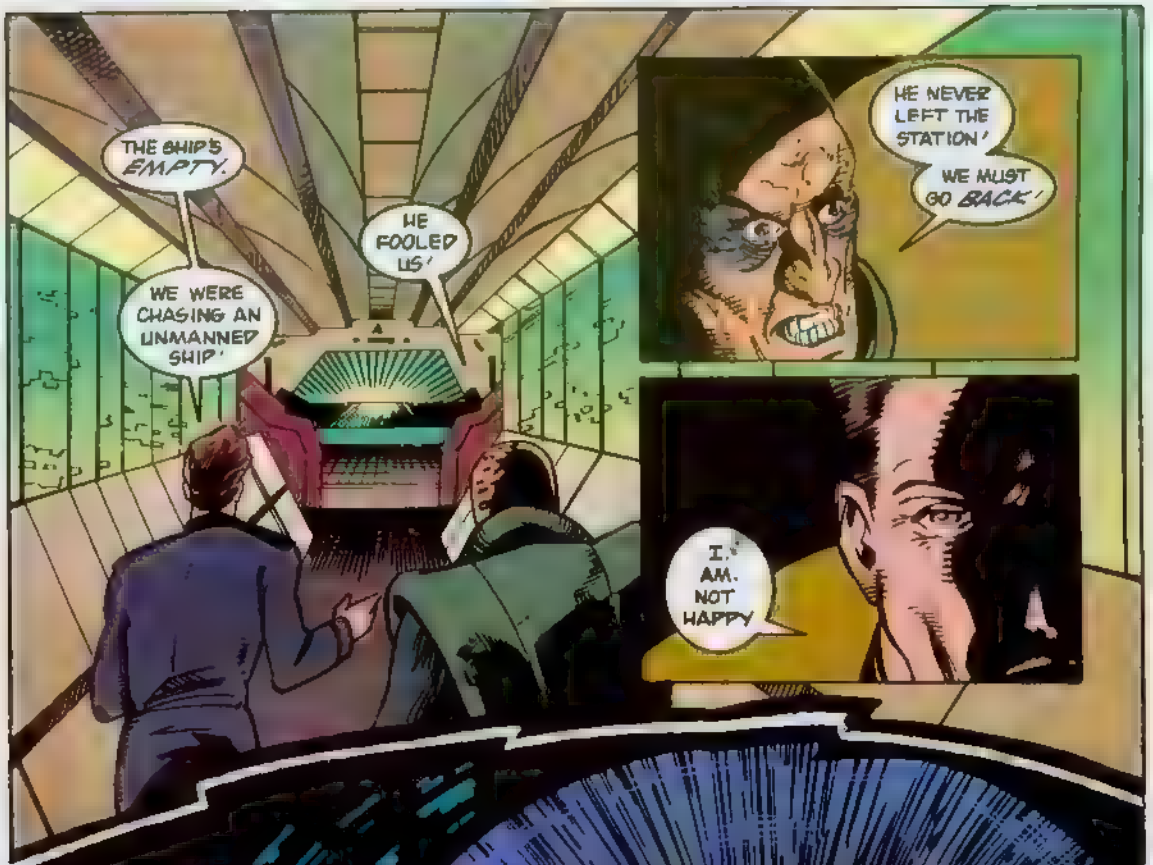
OPEN IT!

THIS ISN'T  
POSSIBLE!  
THERE'S NO WAY  
ANYONE COULD HAVE  
GOTTEN TO US—









THE SHIP'S  
EMPTY.

WE WERE  
CHASING AN  
UNMANNED  
SHIP.

HE  
FOOLED  
US.

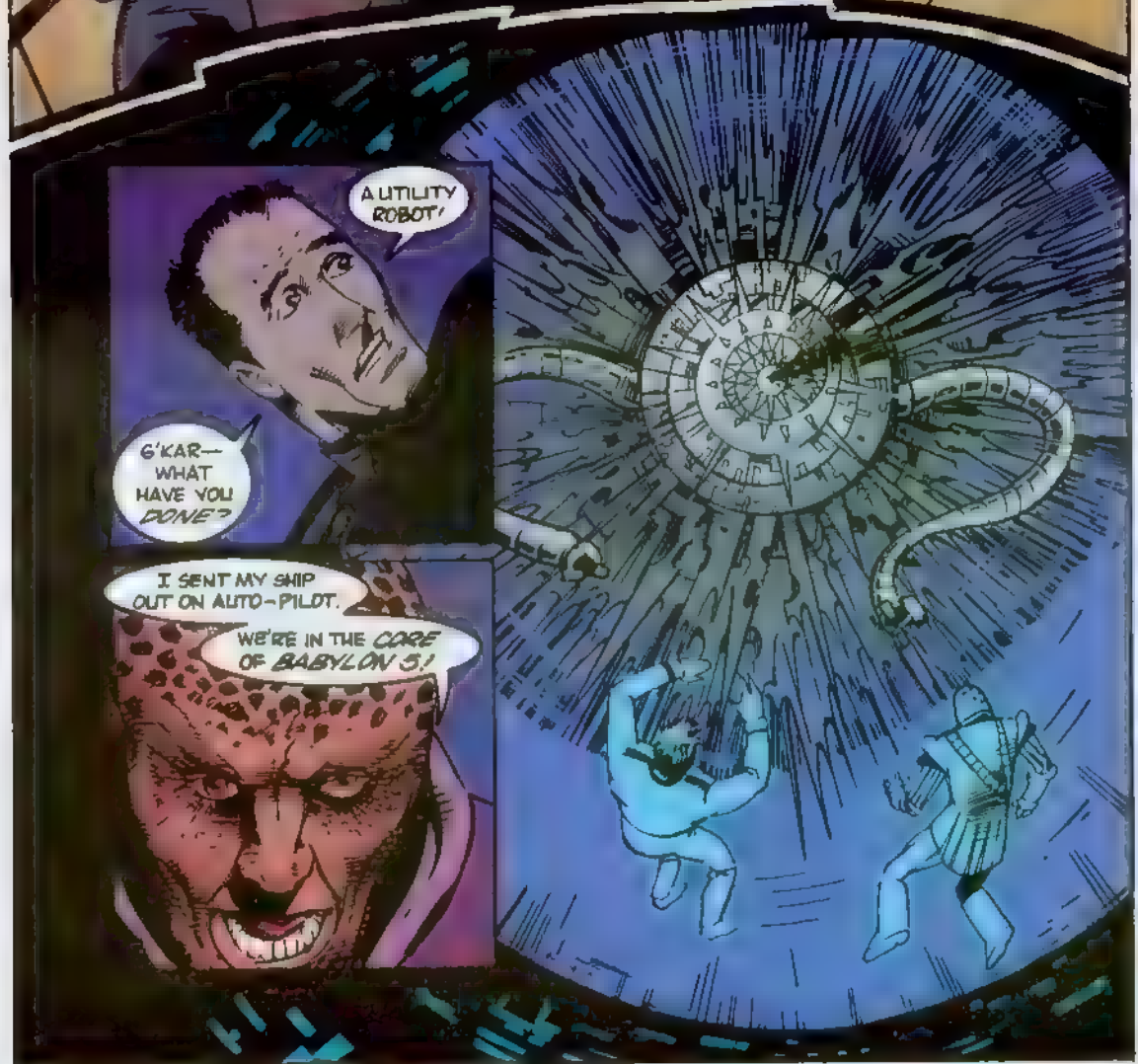


HE NEVER  
LEFT THE  
STATION.

WE MUST  
GO BACK.



I.  
AM.  
NOT  
HAPPY.



A UTILITY  
ROBOT!

G'KAR—  
WHAT  
HAVE YOU  
DONE?

I SENT MY SHIP  
OUT ON AUTO-PILOT.

WE'RE IN THE CORE  
OF BABYLON 5!



FROM *THE GALACTIC ENCYCLOPEDIA*:  
BABYLON STATION MAINTENANCE

DOCKING BAY.

SHUTTLE CARS

MAINTENANCE  
ROBOTS ENTER  
HERE.

THIS WASN'T SUPPOSED TO  
HAPPEN! THIS IS ALL YOUR  
FAULT, GARIBALDI!

MY  
FAULT?

THE EXTRA MASS  
TRIGGERED THE CLEANING  
OPERATION AHEAD  
OF SCHEDULE!

IF YOU WEREN'T  
HERE, I'D HAVE  
BEEN OKAY

YOU DRAGGED ME  
IN HERE, YOU IDIOT!

LOOK! IT'S  
EATING MY  
RATIONS!

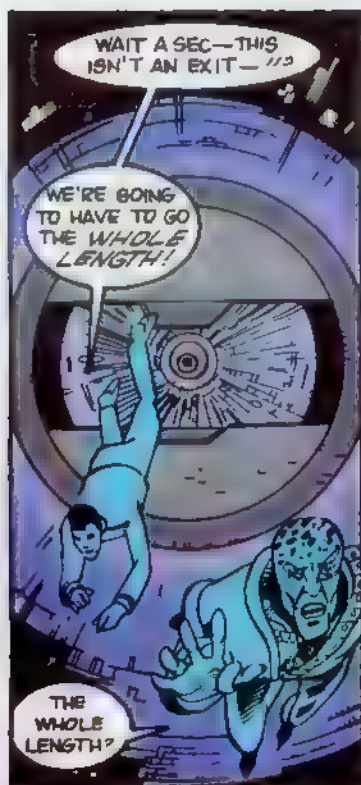
LUCKY US—HERE'S  
ANOTHER HATCH! LET'S GET  
THROUGH HERE BEFORE  
IT FINISHES—

OPEN!  
DAMN YOU!

HURRY! HURRY!  
IT'S COMING AFTER  
US AGAIN!

OUR  
RATIONS!





WAIT A SEC—THIS  
ISN'T AN EXIT — //

WE'RE GOING  
TO HAVE TO GO  
THE **WHOLE**  
LENGTH!

THE  
WHOLE  
LENGTH?



DON'T YOU GET IT,  
G'KAR? THE AXIS TUBE  
RUNS THROUGH THE **CENTER**  
OF THE ENTIRE STATION.

THAT WAS  
JUST THE FIRST  
SECTION'



BUT IT'S **FIVE**  
**MILES** TO THE OTHER  
END OF BABYLON 5'

WELL,  
NEXT TIME  
CHOOSE A  
**BETTER**  
HIDING  
PLACE!



"ARE YOU SAYING WE'RE  
**STUCK** IN HERE, GARIBALDI? "

"I'M SAYING, *THIS* WAS A  
**VERY BAD IDEA, G'KAR!** "





"CAPTAIN SHERIDAN,  
DID YOU HEAR  
SOMETHING...?"

THIRTY SECONDS  
TO IMPLSION!

BEEP  
BEEP  
BEEP



WHAT  
IS IT?

IT'S A—



SINGULARITY  
GRENADE!  
GET OUT!



IT'S A TRAP! IT'LL  
IMPLODE THE SHIP!

OUT OF MY WAY!  
GOT TO GET BACK TO  
THE SHUTTLE!

WE HAVE TO  
DISENGAGE!



COMPUTER! COMMENCE  
EMERGENCY BREAKAWAY—

GREGGIL! WHAT ARE  
YOU DOING? LET ME  
INTO THE AIRLOCK!

GOT TO GET  
AWAY—



WHAT THEY SAY ISN'T TRUE.

IN SPACE, YOU CAN HEAR  
YOURSELF SCREAM.

MAYDAY, MAYDAY!!  
AAAAHHHH-!!

IF YOU LIVE...

TO BE CONTINUED...



# B A B Y L O N

"It was the dawn of the third age of mankind...ten years after the Earth-Minbari war. The Babylon Project was a dream given form. Its goal: to prevent another war, by creating a place where humans and aliens could work out their differences peacefully. It's a port of call, home away from home, for diplomats, hustlers, entrepreneurs, and wanderers. Humans and aliens, wrapped in two million, five hundred thousand tons of spinning metal...all alone in the night. It can be a dangerous place, but it's our last, best hope for peace. This is the story of the last of the Babylon stations. The year is 2259. The name of the place is... **BABYLON 5.**"

Dear **BABYLON 5**:

I love B5! I am so glad there is a comic out there. There is no need to tell you how great the show is; that would be like preaching to the converted. I want to emphasize that the show is being watched, enjoyed and read here in Rochester, NY.

The TV station I work for airs it currently, but will not after July 4th, when our station goes to 24 hours of news a day. The best comics shop in town has posted a note to urge the station to keep it on, or put it on another channel (I work for a cable station).

I think the fact that an ongoing story arc connects everything makes the show more interesting than *ST:DS9* (which I enjoy). I hope you keep this aspect in your comic. It was encouraging to see the book start off that way by including Sinclair — and to see JMS's name on it. More, MORE!

MIKE GOOBIE  
ROCHESTER, NY

Many fans agree the ongoing story is one of the best angles of the television series... and (fortunately) so do our creative

teams. With a few interesting upcoming exceptions, we're doing our best to contribute to the gradual revelations of a vast, overall plot — as well as start some interesting subplots, and fold in many loose ends of the continuity, too.

Dear **BABYLON 5**:

I think the B5 comic's best strength is also its biggest problem. They say the comic will be written as short story arcs with new art/writing teams on each one (as opposed to an ongoing separate-from-the-show saga).

On the plus side, I think we will get to see many fill-in-the-series'-blanks stories. Those continuing separate-saga things never quite work. It's like "while the series is going on, this entirely separate and completely different plot is also going on." I remember a *BATTLESTAR GALACTICA* comic plot that was ongoing and of such scope that it dwarfed the show's plot. There was no way the show and the comic could be part of the same continuity.

The bad thing is the rotating artists thing. It is hard enough to draw regular comics, let alone one

with characters based on real people. It has got to take a while for an artist to get the hang of drawing certain people.

If there were just one artist, eventually we'd see B5 people who look like B5 people. As it is, just when they get the hang of it, they're outta there.

Which leads me to wonder why in the heck do they all find Garibaldi so hard to draw. Okay, drawing a receding hairline might be tricky, but I can't understand the massacring of his face. In issue #5 ["With Friends Like These..."], there is one side shot of him where he has a teeny weeny fetal face on a head the size of a Buick.

PWDRSTMAN@AOL.COM

Interesting concerns, but not sure we agree. Most mail has been running in favor of John Ridgway, who drew issue #5 (as well as issues #6-8). Lucky for everyone, however, John apparently couldn't get enough of B5 first time around, 'cause he's coming back for more! Details to follow, soon. (Let us know what you think —

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perhaps you'll be happier during his second stint.)

Dear Bab People,

So far, I have been very impressed by your comic. Everyone is drawn recognizably, particularly Londo. The plots are great and mesh wonderfully with the TV series. I particularly liked the storyline with Sinclair, since we obviously won't get to see anything about his stay on Minbar on TV!

I have only one real complaint. The first several issues, you had pages that gave us a behind-the-scenes look at the making of our favorite TV show, which I found absolutely fascinating. Then it disappeared in favor of a letter column. Don't get me wrong, I enjoy reading letters — but every comic book has a lettercol, and the behind-the-scenes pages were truly distinctive. If you could cut the lettercol to one page and have the other page as a behind-the-scenes (or even alternate them every other month), you would make one reader very happy indeed.

ELAINE SCRUGGS

Yes, we're in favor of happy readers. So, no promises yet, but perhaps we can arrange additional features... which leads to the next question: are there any topics you'd like to see explained in these pages? Suggestions are welcome. Like we said, we're always in favor of happy (or happier) readers.

BABYLON 5 People:

This is the first time I have been impressed enough by a comic to actually write a letter. I've been reading BABYLON 5 since the beginning of the series, and I think it is one of the better attempts to adapt a science fiction series from a television form.

What I really enjoy about the comics series vs. television series is that the comics take time to explore areas of continuity that we most likely will not get to see otherwise — for example, the current arc, showing the beginning of the Sinclair/Garibaldi friendship [issues #5-8: "Shadows Past and Present"]. Another nice feature is that everything we see in the DC series is official canon for the TV series.

While the art did get off to a rough start, I think the covers have been fantastic (any chance of a photo cover coming up?) and the art has certainly improved.

I'd really like to see some spotlights on the less visible characters. I find that Vir and Lennier are both potentially strong characters with a great deal to be revealed about them over the course of the five-year arc.

I guess all I can say is, keep up the good work. Babylon 5 is a unique effort in both its television and comic-book endeavors, and I have especially enjoyed the fact pages that discuss the makeup and special effects.

STEPHEN BATES  
NEW YORK, NY

BABYLON 5 is a unique effort. Stephen — and you should know that almost everything you praised is due to that effort. That is, since everyone involved with B5 is wildly enthusiastic about the concept, people cooperate easily and things go smoother all the way around.

For example, J. Michael Straczynski, the television series' creator, often goes to great lengths to make sure the comic book is in sync with the shows. Only with the cooperation of everyone at the show were we able to run the Behind-the-Scenes feature pages. And it's thanks to the series' special effects wizards that we ended up with this month's unusual cover.

Rarely does this kind of cooperation work so well — and we're all luckier for it.

#### THE DAWN OF A NEW AGE...

Comic books and computers have been flirting with each other for a few years now — but here at BABYLON 5, we've got it under control. To wit: this issue's CGI cover was created entirely on computer, by Foundation Imaging — the same group of creative folks who produce the Babylon 5 television show's awesome special effects every week on screen. Thanks to all at Foundation Imaging for helping us transfer some of those remarkable achievements to the printed page!

#### NEXT UP: CODA FOR HUMAN AND NARN IN B FLAT

G'Kar and Garibaldi race for their lives, away from machines, the authorities, and lots more chances to practice their skills of negotiation. Rebecca Guay and Rick Bryant continue on art, as David Gerrold concludes the story, in part two of "Laser-Mirror-Starweb."

COVER ART BY FOUNDATION IMAGING, DESIGNED BY STEPHEN PUGH, BASED ON A SKETCH BY REBECCA GUAY.